

Penerapan Permainan *A Creative Story* Dalam Meningkatkan Kemampuan
Menulis Karangan Bahasa Jepang
(Study Kasus Terhadap Kelompok Mahasiswa Tingkat II Departemen Pendidikan
Bahasa Jepang FPBS UPI)

Nopi Kartika Sari
1305369

ABSTRAK

Penelitian ini adalah penerapan permainan *a creative story* dalam meningkatkan kemampuan menulis karangan bahasa Jepang. Diujicobakan pada kelompok mahasiswa tingkat II tahun 2016/2017 Departemen Pendidikan Bahasa Jepang FPBS UPI. Bertujuan untuk mengetahui perkembangan kemampuan mahasiswa dalam menulis karangan bahasa Jepang setelah diterapkannya permainan ini dan tanggapan mahasiswa terhadap penerapan permainan ini dalam meningkatkan kemampuan menulis karangan bahasa Jepang. Penelitian ini menggunakan metode deskriptif study kasus. Subjek penelitian ini sebanyak 12 orang. Berdasarkan hasil analisa data, pada kelompok mahasiswa yang memiliki kemampuan heterogen sebanyak 3 kelompok yang masing-masing kelompoknya terdapat mahasiswa yang memiliki kemampuan tinggi (*high*) 1 orang, kemampuan menengah (*middle*) 2 orang, dan kemampuan rendah (*low*) 1 orang. Hasil *treatment* pertama sampai *treatment* keempat, rata-rata nilai kelompok heterogen adalah 86,67% pada level sangat tinggi dan 73,33% pada level tinggi. Tanggapan dari subjek penelitian terhadap metode permainan dengan menggunakan *a creative story*, cocok diterapkan pada pembelajaran menulis karangan (*sakubun*).

Kata kunci: Permainan, *A Creative Story*, Kemampuan Menulis Karangan.

The Implementation of A Creative Story Game to Improve Students' Japanese
Composition Writing

(A Case Study at Second Year Students of Japanese Education Department of
Language and Literature Education Faculty at Indonesia Education University)

Nopi Kartika Sari
1305369

ABSTRACT

This research unfolds the implementation of '*a creative story*' game to improve students' Japanese writing composition. It involves a group of second year students majoring Japanese education, academic year 2016/2017 at Indonesia Education University. The objective of the research is to find out the development of students' Japanese composition writing ability after the game is implemented and to figure out their attitude toward the game implementation in regards to improve their Japanese composition writing ability. This research involves a descriptive case study method 12 participants as its subjects. The result of data analysis shows that the group of students has heterogenous ability that are categorized into three groups as follow: one student belongs to high ability group, two students belong to medium ability group, and one student belong to low ability. Average of heterogen group value from first result of the treatment to the fourth treatment is 86,67% has advanced level ability of Japanese compotition writing, and 73,33% has high level ability of Japanese compotition writing. Based on the attitude of participants toward the implementation of *a creative story* game, they consider that it is appropriate to be implemented in learning to write composition (*sakubun*).

Keywords: Game, A creative story, Composition Writing Ability